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TGM085119107M

The Addams Family™

NEC

TURBO 16 GRAFX™

Thank You

...for buying this advanced TurboGrafx™-CD game disc, THE ADDAMS FAMILY™

Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx-16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

WARNINGS

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not use this CD game disc with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
4. Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
5. Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage both the SuperSystem and the CD Interface Unit.

TurboGrafx-CD game discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboGrafx-CD Player. They will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

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Weapons & Playing Tips

You begin the game with an umbrella. See if you can find the sword, which is hidden somewhere in the mansion.

Umbrella
Shoots magic bursts and can be powered-up one level. Use this to your advantage.

Sword
The sword should only be used in dire situations.

Hurricane Irene Book
Very rare. Blows all enemies right off the screen! Earn an extra book every 15,000 points.

Note: To use a Hurricane Irene Book, hold the thumbpad down and press the Select Button.

Transformation Formula
This formula will transform Tully into a powerful man-beast able to withstand mega damage. It's like an extra life or better.

Playing Tips
The Addams Mansion is fun, but the Labyrinth is where the action really takes place.

The umbrella power-up is very rare. Use strategy before picking up this item. You will only get one chance.

Don't get too comfortable with the umbrella, some of your enemies can only be injured with the sword.

Learning when to use the Hurricane Irene Books is essential. One book can eliminate many objects at one time.

Call the TurboTeam at 1-900-FUN-TG16 for additional game tips!

Please note: The first 30 seconds of this call are free, but you will be charged 99 cents for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

79 Lives
Tully in yard, Gomez talking.
up, up, right, down, left, up

Care of Your CD Game Disc and Getting Started

Care of Your CD Game Disc

1 Keep your CD game disc clean!
2 Make sure the shiny, "signal reading" side of your CD disc is clean at all times.
3 If your CD disc does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD disc does not get scratched.
5 Take the CD disc carefully in and out of its case.
6 Never write on your CD disc. Writing on it may damage its surface or interfere with its operation.
7 Never bend your CD disc.
8 Do not try to make the hole in your CD disc larger!
9 Place your CD disc back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

1 Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx-CD System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position). The initial TurboGrafx-CD screen should appear.
4 Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5 With the game-title side of your CD game disc facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover.

Get Ready to Earn Your Pay, Tully!!

The search is on for THE ADDAMS FAMILY™ fortune, and as Tully Alford (THE ADDAMS FAMILY™ Lawyer) it's your job to find it. Come face to face with the famous family as you look high and low for the Family Vault. Gomez has ordered you to find its hiding place, and if you do, he says you can help yourself! The Vault is hidden somewhere in THE ADDAMS FAMILY™ Mansion. The only catch is, the whole Addams Family is waiting there too, not to mention an assortment of ghosts, goblins, creatures and beasts. Worst of all, Fester is out to get you! He's hit his head again and needs to be knocked back to his senses! It's all up to you in this rollicking adventure game of fun and surprises.

Object of the Game

Playing the part of Tully Alford, enter THE ADDAMS FAMILY™ property. From the Cemetery, to the attic, to the creepy underground labyrinth, search for the Family Vault. Collect money and jewels as you go, but watch out for Fester (he's really not himself these days.) Look for power-up items and weapons along the way. Use them to your advantage–you never know what's going to jump out at you next!

Note: THE ADDAMS FAMILY™ is a single player game.

THE ADDAMS FAMILY™ Property

Cemetery
Side-step puddles of quick sand and avoid Gomez's exploding golf balls. Watch out for goulies that roam around the graves.

Mausoleum
Your main objective here is to immobilize Uncle Fester and open the door. His pet spiders and bats will keep you busy while Uncle Fester throws high voltage light bulbs at you.

Hallways
Keep an eye out for Lurch and his dinner surprise. Avoid the falling wax and search each room carefully.

Secondary Rooms
These include Bonus Rooms and Empty Rooms. Bonus Rooms contain jewels, power-ups, hearts, or one-ups. Empty Rooms contain strange ghosties that can throw you right out of the house, back where you started!

Granny's Kitchen
You must disable Granny's stove before she can cover you in food.

Morticia's Greenhouse
A massive, glass-walled room. Full of weird plants and organisms, waiting to stop you.

Pugsley's Lab
Using his chemistry set, Pugsley constantly creates menacing creatures. Smash through his beakers and test tubes to get to him.

Train Room
Oh,no! You're in Gomez's Hidden Train Room. Run for your life as you're chased by a locomotive. Grab as much treasure as you can and get out.

Wednesday's Room
This little lady is a formidable enemy! She has the power to levitate objects and throw them at you!

Den
Match dueling skills with master swordsman, Gomez.

Labyrinth and Caves
Not much is known about the underground Labyrinths and caves, except they are full of beasts and creatures. Will you ever find the vault?

Gomez's Vault
Here you encounter Gomez the Swordsman again. You must defeat him to obtain your riches! But watch out for that rascal Thing, because money is on his mind too. The longer you fight, the more money that disappears!

Meet THE ADDAMS FAMILY™

Tully Alford
Our hero and THE ADDAMS FAMILY™ lawyer. Given the opportunity to make a bundle of money, he sets out to find the Family Vault.

Pugsley Addams
A tiny terror who uses his chemistry set to create "friends" for Tully.

Morticia Addams
The no-nonsense wife of Gomez. Regal and supernatural.

Fester Addams
The strange brother of Gomez, Fester has slipped on some ooze and bumped his head. Now his evil alter-ego threatens to beat you to the Vault. Remember that Fester is the only one who can show you into the Vault! You may have to fight him in order to restore his memory, which holds the combination.

Thing™
Thing is everywhere. His only joy in life is to make yours miserable. Capture him for big points!!

Gomez Addams
The golfing, swashbuckling leader of THE ADDAMS FAMILY™ Playful and good-natured, he continually teaches you courage and perseverance.

Wednesday Addams
Spooky yet quiet. Wednesday will levitate and hurl objects at Tully.

Granny Addams
A zany lady whose cooking is really different! She's not afraid to get into a serious foodfight nor unleash some creepy characters in the attic.

Lurch
Acting as a hall monitor, Lurch's job is to keep Tully moving through the house.

Game Play

THE ADDAMS FAMILY™ is a horizontal scrolling action game. You control the character "Tully" using your TurboPad Controller. Play is based on the "damage" system. Each time you defeat an enemy, you will be rewarded with a small trinket .

Number of Lives and "Game Over"
You begin the game with three lives. When you lose all your lives or find and open the Family Vault the game is over.

Stages of the Game (Rooms and Tunnels)
THE ADDAMS FAMILY™ consists of rooms and tunnels instead of stages and levels. The mansion is made up of two floors with 22 separate rooms. The underground labyrinth, beneath the mansion, consists of dozens of tunnels. You must find all the keys to move freely from room to room in your search for the entrance to the Labyrinth.

Dealing with Fester
Fester is a very important character in the game. He appears and reappears throughout the game trying to interfere with your search and beat you to the vault. If you can knock him over the head, you may restore his memory. Out of gratitude, he may show you into the Vault (in fact, he's the only one who can!).

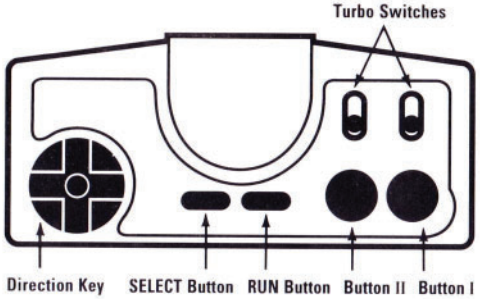
Starting the Game
From the Title Screen Press "RUN" to begin your journey.

Pausing the Game
During play, the game can be paused by pressing the RUN Button. Press the RUN Button again to resume play.

Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

Controlling the Movements of Tully

Your TurboPad controller is used to control Tully. Basic TurboPad components and operation are shown below.



Direction Key
Moves Tully left and right. Press down to crouch.

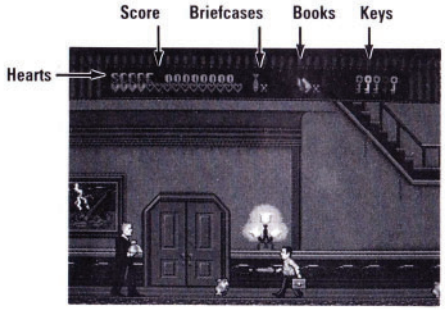
SELECT Button
Chooses defenses.

RUN Button
Starts and pauses the game.

Button II
Makes Tully attack.

Button I
Makes Tully jump.

Screen Displays



Briefcases
Number of lives remaining.

Score
Shows how much money you have accumulated.

Keys
Shows what keys Tully is currently holding.

Hearts
Indicates the amount of energy Tully has left.

Books
Indicates the number of Hurricane Irene Books remaining.